



09-28-05

IFW

United States Patent Application

10/663,884

RED DIAMOND,

September 3<sup>rd</sup>, 2003

Inventor: Red Diamond; Russell Richard Kalis (2484 Highway 20 South, Conyers, Ga. 30013)  
Appl. No: 10/663,884  
Filed: September 3<sup>rd</sup> 2003

Current U.S. Class:  
International Class:

273/292; 273/274  
A63F 001/00

## CROSS-REFERENCE TO RELATED APPLICATIONS:

6550772	April 22, 2003	Streeks, et al.	273/292.
---------	----------------	-----------------	----------

## STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT:

Not Applicable

## THE NAMES OF THE PARTIES TO A JOINT RESEARCH AGREEMENT:

Not Applicable

## INCORPORATION-BY-REFERENCE OF MATERIAL SUBMITTED ON A COMPACT DISC:

Not Applicable

## BACKGROUND OF THE INVENTION:

## TECHNICAL FIELD

The invention is directed to games for betting for monetary gain, more particularly to players betting that they get a higher value suite card than the dealer. The suite value is arranged as the diamond suite being the highest value, the heart suite being the second highest value, the spade suite being the third highest value and the club suite being the lowest value.

## BACKGROUND ART

Games used for betting for monetary gain commonly use a deck of cards which contains the suite of diamonds, hearts, spades and clubs. They are well known in the art and commonly referred to as a conventional single deck of playing cards. There are 52 cards, a ace of diamonds, a king of diamonds, a queen of diamonds, a jack of diamonds, a ten of diamonds, a nine of diamonds, a eight of diamonds, a seven of diamonds, a six of diamonds, a five of diamonds, a four of diamonds, a three of diamonds, a two of diamonds, a ace of hearts, a king of hearts, a queen of hearts, a jack of hearts, a ten of hearts, a nine of hearts, a eight of hearts, a seven of hearts, a six of hearts, a five of hearts, a four of hearts, a three of hearts, a two of hearts, a ace of spades, a king of spades, a queen of spades, a jack of spades, a ten of spades, a nine of spades, a eight of spades, a seven of spades, a six of spades, a five of spades, a four of spades, a three of spades, a two of spades, a ace of clubs, a king of clubs, a queen of clubs, a jack of clubs, a ten of clubs, a

nine of clubs, a eight of clubs, a seven of clubs, a six of clubs, a five of clubs, a four of clubs, a three of clubs, and a two of clubs. The invention is directed to a system of playing a game used for betting for monetary gain and the apparatus for playing the game. In accordance with a preferred embodiment of the invention, the system for betting for monetary gain includes: providing a playing area that is six feet long three feet six inches wide, the table has four legs, the back is straight, the front is cut on a radius to allow six people to set in front of a dealer that stands at the back flat side, the tip has a three-quarter inch wide line that divides the table space into six equal sections for each player to play at, in each six sections there is a three and a half inch diameter yellow circle that says the word bet in the center, in each six sections there is a descending line of white circles one and three-quarter inches in diameter spaced one inch apart, the first white circle will have a red diamond in the middle, the second white circle will have a red heart in the middle, the third white circle will have a black spade in the middle, the fourth white circle will have a black club in the middle, the four white circles are there for a pictorial reference of value assigned, the top white circle with the red diamond is the highest value suite, the second white circle will have a red heart in it, the third white circle will have a black spade in it, the fourth white circle will have a black club in it, and it has the least value suite, in each six sections, there is a one inch by three inch yellow box with the following instructions, diamonds beat hearts, spades and clubs; hearts, beat spades and clubs; spades beat clubs; same suite, high card wins, in each six sections, there is a copyright notification in a one-half inch by three and a half inch yellow box that says red diamond, copyright 2000 Russell R. Kalis, there is a three and a half inch by five inch ace of diamond card, in the center of the table above it a one and a quarter inch by five and a quarter inch yellow box with the words red diamond, owner Russell R. Kalis, below it is a one inch wide by seven inch long yellow square with the statement, red diamond bonus pays three to one, player has ace of diamonds dealer has a diamond, there are two yellow boxes one and a half inches by nineteen inches with the words diamonds are everybody's best friend, one on the upper right side, one on the upper left side, in accordance with another preferred embodiment of the invention, indicia representing the playing area of the invention can be disposed on a cardboard board, a paper surface, a playing cloth, a casino gaming table, a compact disk, a slot machine, a computer monitor, a lottery scratch ticket, a video game, a play station, a on-line gambling website, in accordance with another aspect of the invention, if there is only one player playing only two cards need to be dealt to establish a round, in accordance with an important feature of the invention, there are six player stations for betting, in accordance with a important feature of the invention, with the maximum players playing, the maximum number of cards dealt is seven, in accordance with an important aspect of the invention, there are six equal player stations divided by a three-quarter inch wide line, in accordance with another preferred aspect of the invention, there are six three and a half inch diameter yellow circles that say the word bet in the center, one in each player station, in accordance with another preferred aspect of the invention, there are twenty four white circles, four in each player station, six of them on the top with a red diamond in the middle, six of them one inch lower than the one with the diamond in the middle with a heart in the middle, six of them one inch lower than the one with the heart in the middle, with a spade in the middle, six of them one inch lower than the one with the shade in the middle, with a club in the middle, these are there to pictorially establish value of suites, the top diamond suite to be the most valuable suite, the heart suite to be the next valuable suite, the spade suite to be the next valuable suite, and the club suite being the least valuable suite, in accordance with an important aspect of the invention, there are six sets of playing instructions stating diamonds beat hearts, spades and clubs; hearts beat spades and clubs; spades beat clubs; clubs beat nothing, same suite high card wins, in accordance with an important aspect of the invention, a player is only allowed to place a single bet inside his designated player station three and a half inch diameter yellow circle that says the word bet in the center, in accordance with the invention, if the player wins he will be paid even money on the bet he placed in the three and a half inch diameter yellow circle that says bet within his designated player station space, except he will be paid three to one on his bet he placed in the three and a half inch diameter yellow circle that says bet within his designated player station space if he has the ace of diamonds and the dealer has a diamond suited card, other features of the artwork and advantages of the invention will become apparent from the following detailed description, taken in conjunction with the accompanying drawing, which will illustrate, by way of example figures, the system of the invention and the artwork of the apparatus for playing it.

---

#### BRIEF SUMMARY OF THE INVENTION:

---

Red Diamond is a system of playing a card game that uses a deck of cards that has a ace of diamonds, a king of diamonds, a queen of diamonds, a jack of diamonds, a ten of diamonds, a nine of diamonds, a eight of diamonds, a seven of diamonds, a six of diamonds, a five of diamonds, a four of diamonds, a three of diamonds, a two of diamonds, a ace of hearts, a king of hearts, a queen of hearts, a jack of hearts, a ten of hearts, a nine of hearts, a eight of hearts, a seven of hearts, a six of hearts, a five of hearts, a four of hearts, a three of hearts, a two of hearts, a ace of spades, a king of spades, a queen of spades, a ten of spades, a nine of spades, a eight of spades, a seven of spades, a six of spades, a five of spades, a four of spades, a three of spades, a two of spades, a ace of clubs, a king of clubs, a queen of clubs, a jack of clubs, a ten of clubs, a nine of clubs, a eight of clubs, a seven of clubs, a six of clubs, a five of clubs, a four of clubs, a three of clubs and a two of clubs, to assign value to the suite of the cards as well as numeric value, the primary value, or highest value of the cards goes to the diamond suited cards, the next value goes to the heart suited cards, the next value goes to the spade suited cards, the next and lowest value goes to the club suited cards, so diamonds beat hearts, spades and clubs; hearts beat spades and clubs; spades beat clubs and

clubs beat nothing, in the event of the same suite being on both the player (or players) card and the dealer card, the ace will win over the king, queen, jack, ten, nine, eight seven, six, five, four, three, two, the king will win over the queen, jack, ten, nine, eight, seven, six, five, four, three, two, the queen will win over the jack, ten, nine, eight, seven, six, five, four, three, two, the jack will win over the ten, nine, eight, seven, six, five, four, three, two, the ten will win over the nine, eight, seven, six, five, four, three, two, the nine, will win over the eight, seven, six, five, four, three, two, the eight will win over the seven, six, five, four, three, two the seven will win over the six, five, four, three, two, the six will win over the five, four, three, two, the five will win over the four, three, two, the four will win over the three, two, the three will win over the two, the two of a same suite deal cannot win, there is a dealer that shuffles the cards before each hand dealt, the player or players (up to a maximum of six) place a conventional bet upon the three and one quarter inch diameter yellow circle with green letters in it that say the word bet that is located in their divided playing section, the dealer dealing one card face up to each player, starting from the dealers left to right, the dealer then deals one card face up to the dealer, the dealer judges for winning or losing hands according to the listed value scale of the cards, if the player has the winning hand he will be paid an amount equal to the bet he placed in the three and a quarter inch diameter yellow circle with green letters in it that says bet, in the event the player wins the hand by having the ace of diamonds and the dealer has any other diamond suited card, the player will receive a payment of three times the bet he placed in the three and a quarter inch diameter yellow circle with green letters that say the word bet, in the event the dealer wins the hand he picks up the conventional bet out of the three and a quarter inch diameter yellow circle with green letters in it that says bet, and the system starts again.

---

#### BRIEF DESCRIPTION OF THE VIEW OF THE DRAWING:

---

Red Diamond game table figures reference to (sheet #3B)

- FIGURE #1 is a yellow rectangle one and one-half inches by nineteen inches with green letters in it that say, diamonds are everybody's best friend;  
 FIGURE #2 is a yellow circle three and one quarter inches in diameter with green letters in it that say the word bet,  
 FIGURE #3 is a white circle one and three-quarter inches in diameter with a red diamond in the middle,  
 FIGURE #4 is a white circle one and three-quarter inches in diameter with a red heart in the middle,  
 FIGURE #5 is a white circle one and three-quarter inches in diameter with a black spade in the middle,  
 FIGURE #6 is a white circle one and three-quarter inches in diameter with a black club in the middle,  
 FIGURE #7 are the printed rules to the game that say diamonds beat, hearts, spades, clubs; hearts beat spades and clubs; spades beat, clubs; same suite; high card wins,  
 FIGURE #8 is a two and a half inch by six inch yellow box with a red diamond in the middle with the words, red diamond in it, with copyright 2000; Russell R. Kalis under the box;  
 FIGURE #9 are yellow lines one-half inch thick in the configuration shown,  
 FIGURE #10 is a two inch by three inch ace of diamonds,  
 FIGURE #11 are letters that say red diamond bonus pays 3 to 1 player has ace of diamonds, dealer has a diamond,

All the above figures combine to form the complete playing area apparatus, further it may be appreciated that color can be interchanged to form different color fields of the playing area apparatus.

---

#### DETAILED DESCRIPTION OF THE INVENTION:

---

A new concept in card gaming and apparatus includes a playing area that has a table that is 6 foot long, 3 foot 6 inches wide. The back part is straight. The front is cut on a radius to allow six people to set in front of a dealer that stands at the back flat side, the top has a ¼ inch wide line that divides the table space into six equal sections for each player to play at, in each six sections there is a three and a half inch diameter yellow circle that says the word BET in upper case letters in the center, in each six sections there is a descending line of white circles, one and three quarter inches in diameter, spaced one inch apart, descending from top to bottom, the first white circle will have a red diamond in the middle, the second descending white circle will have a red heart in the middle, the third descending white circle will have a black spade in the middle, the fourth descending white circle will have a black club in the middle, the entire playing area of the table will have a total of six large three and a half inch diameter yellow circles that say the word BET in upper case letters in the center and twenty four white circles with a diameter of one and three quarter inches of which six will have a red diamond in the middle, six will have a red heart in the middle, six will have a black spade in the middle, and six will have a black club in the middle, the circles are placed to establish a pictorial reference of value assigned to the suites of the standard 52 card playing deck of cards, the top white circle with the diamond in it being the highest value suite and the second descending white circle with the red heart in the middle being the next highest suite in value and the third descending white circle with the black spade being the next highest suite in value and the fourth descending white circle with the black club being the lowest suite in value, in each of the six sections two inches below the three and a half inch

diameter yellow circle that says BET in upper case letters in the center, there is an area eight inches long by four inches wide with the following instructions printed in black (with upper and lower case letters) Diamonds beat Hearts, Spades and Clubs; Hearts beat Spades and Clubs; Spades beat Clubs; Same Suite; High Card Wins, and Red Diamond, Copyright 2000 Russell R. Kalis, one inch below the printed instructions in each of the six equal sections there is a two inch wide by six inch long yellow box with the words Red Diamond in them, the word Red in red, the word Diamond in white, in the center of the playing area, there is a three and a half inch long by five inch wide ace of diamond card, above it, a one and a quarter inch wide by five inch long yellow box with the words Red Diamond, below it is a one inch wide by seven inch long yellow square with the statement; Red Diamond Bonus Pays 3 to 1, Player has Ace Of Diamonds-Dealer has a Diamond, To play the game the dealer will shuffle the 52 cards before each hand he deals, the player plays against the dealer, the player and the dealer receive one card each, if there are six players at the table each player will receive one card, the dealer will receive one card to play against all six players, hand ranking is based on both the suite and the value of the card, with the suit taking precedence over the value, the four suits are ranked, from highest to lowest, as follows; Diamonds, Hearts, Spades, Clubs, if the player card and the dealer card have the same suit, then the outcome of the hand is adjudicated by the numeric value of the card; Aces are the highest and Deuces the lowest, since each of the 52 cards is unique, there cannot be any tie in the game, the winning player hand is paid even money except when the player card is the Ace of Diamonds and the dealer has a Diamond up, in which case the player is paid 3 to 1.